AMENDMENT TO THE CLAIMS

Claims 1-9 (canceled)

10. (previously presented) A method for spatialization of sound relating to a video, wherein the sound has associated 2D location information for x-location and y-location corresponding to x and y coordinates of the video, respectively, comprising steps of

- transforming the 2D location information to a 3D coordinate system, wherein said y-location is mapped to audio depth information perpendicular to the 2D video plane and said x-location is mapped to itself;
- adding a third coordinate value to the transformed location information in the 3D coordinate system; and
- spatializing the sound according to the resulting 3D location information.

11. (previously presented) Method according to claim 10, wherein the spatialization is performed according to a scene description containing a parametric description of sound sources corresponding to the audio signals, wherein the parametric description has a hierarchical graph structure with nodes, wherein a first node comprises said x-location and y-location information and a second node comprises said third coordinate value and data defining said transformation.

12. (previously presented) Method according to claim 10, wherein said x and y coordinates correspond to the screen plane.

13. (previously presented) Method according to claim 10, wherein said transforming enables mapping of a vertical movement of a graphical object in the screen plane to a movement of a corresponding audio object in the depth, perpendicular to said screen plane.

14.(currently amended) Method according to claim 10, wherein the mapping is performed according to a 2x3 ~~matrix~~ vector or corresponding rotation.

Claims 15-19 (cancelled)